Visual Arts Achievement Portfolio Drawing (VA 1140) Student Art Teacher Parent School and District

Description of Drawing

This course is for the High School Visual Arts Core Curriculum. Drawing focuses on black and white or monochromatic rendering from life, pictures, masterworks, and imagination. With an emphasis on studio production, this course is designed to develop higher-level thinking, art-related technology skill, art criticism, art history, and aesthetics. *The prerequisite for this course is Foundations I or II.*

Explanation of Standards

There are two basic goals in a visual arts education: one, creating meaning in works of art, and two, perceiving meaning in works of art. The Utah State Visual Arts Core divides each of these goals into two standards. The resulting four art standards are Making, Perceiving, Expressing, and Contextualizing. These four divisions or standards organize the curriculum into manageable and related units and guide the student toward a deep and holistic comprehension of the Visual Arts. Each standard is broken into objectives, each objective into indicators. A scoring box is placed to the left of each objective. The student scores his or her achievement within each objective using a number ranging from 0 to 10. A legend is provided wherein the student and teacher tally both the average score from the objective boxes and the total number of indicators the class has studied

Technology requirements for this class include computers with art/graphics software, color printer, image projectors, and appropriate new technologies.

Listed below are all of the courses included in the Visual Arts Core Curriculum. There are additional, elective courses such as AP Art History and Studio Art available in many schools.

Art History and Criticism (VA 1210) Film Making (VA 1240)
Commercial Art and Electronic Media (VA1250) 3-D Design (VA 1110)
Foundations I (VA 1100) Foundations II (VA 1200) Drawing (VA 1140)
Printmaking (VA 1130) Sculpture (VA 1230) Photography (VA 1170)
Painting (VA 1150) Ceramics (VA 1220) Jewelry (VA 1160)

Drawing Student Achievement Portfolio

Media explored:				
Standard 1 MAKING Students will assemble and create drawings by manipulating art media and by organizing images with the elements and principles.	Objective A: Critique drawings. • Analyze drawings regarding use of art elements and principles.			
Objective A: Refine techniques and processes in a variety of media.	Examine the functions of drawing.Interpret drawings.			
 Experience and control a variety of media, including current arts-related technologies. 	Objective B: Evaluate drawings. • Analyze and compare drawings			
 Select and analyze the expressive potential of drawing media, techniques, and processes. 	 Anaryze and compare drawings using a variety of aesthetic approaches. Evaluate drawings based on their forming techniques, effective use of art elements and principles, fulfillment of functions, impact of content, expressive qualities, and 			
 Practice safe and responsible use of art media, equipment, and studio space. 				
Objective B: Create drawings using art elements and	aesthetic significance.			
principles.	Standard 3 EXPRESSING Students will create meaning in drawings.			
 Create expressive drawings using art elements, including line, shape, form, value, contour, and perspective. 	Objective A: Create content in drawings.			
 Create expressive works of art using principles to organize the art elements, including mood, emphasis, 	 Identify subject matter, metaphor, themes, symbols, and content in drawings. 			

Create drawings that effectively communicate subject matter,

Standard 2 PERCEIVING

and unity.

Students will find meaning by analyzing, criticizing, and evaluating drawings.

metaphor, themes, symbols, or individually conceived content.	 Use visual characteristics to group artworks into historical, social, and 		
• Crasta divergent naval or	cultural contexts; e.g., cubist view of		
 Create divergent, novel, or individually inspired applications of 	the Egyptians, tenebrism of the Baroque.		
art media or art elements and	Buroque.		
principles that express content.	 Analyze the impact of time, place, and culture on drawings. 		
Objective B: Curate drawings			
ordered by medium and content.	• Evaluate own relationship with		
content.	drawings from various periods in history.		
• Organize a portfolio that expresses a	91		
purpose such as mastery of a	Objective B: Synthesize		
medium, objectives of this Core, or significant content.	drawing with other educational subjects.		
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• Exhibit drawings selected by themes such as mastery of a medium, Core	 Integrate drawing with dance, music, and theater. 		
objectives, and significant content.	and meater.		
	 Explore how drawing can be 		
Standard 4 CONTEXTUALIZING	integrated across disciplines.		
Students will find meaning in drawings	Objective C: Evaluate the		
through settings and other modes of	impact of drawing on life		
learning.	outside of school.		
Objective A: Align drawings	 Examine careers related to drawing. 		
according to history,	Examine careers related to drawing.		
geography, and personal	 Predict how drawing can add quality 		
experience.	to life and lifelong learning.		
DRAW	VING LEGEND		
	is a number that represents a level of achievement from		
this list:	•		
	guished 10		
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Fluent Devel			
Novic	0.000.000.00000000000000000000000000000		
This is the average of the numbers recorded			
This is the percentage of indicators the class			

For resources to support progress through this document visit: http://www.usoe.k12.ut.us/curr/FineArt The space below is for written communication between student, teacher, and parent.

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